We Claim:

1.   A method for simulating an interaction on a general purpose computer, said method comprising steps of:

checking for collision between the VEE and the virtual environment;

construct a set of LSAs for each potential collision between the VEEs and all the virtual objects, where each LSA in the set corresponds to the object portion that is in contact or potential contact with the VEEs;

store the set of LSAs a memory buffer;

for each VEE find the subset of LSAs in the memory buffer that correspond to that particular VEE;

either (i) combine the subset LSA into a single set, or ii) select the most significant LSA out of the subset;

construct one LSA of selected for each VEE; and

send this LSA to the PEE controller.

2. A method for processing scene graphs using Neutral Scene Graphs data structures and procedures for using such graphs.